

## AMENDMENTS TO THE SPECIFICATION

On page 1, please amend paragraph [0002] as follows:

[0002] Motion compensation frame interpolation is an important research field, with many applications such as video compression, video format ~~conversion~~ conversion, special effects production, etc. Prior art frame interpolation relies on motion estimation, and therefore its performance is data dependant. Although certain methods of motion estimation work acceptably well with certain data conditions, no single prior art technique for motion estimation performs appropriately for all data types under all conditions. Different values for an interpolated frame between two existing frames can be computed, each of which may be more or less appropriate for the specific case.

On page 4, please amend paragraphs [0012] to [0013] as follows:

[0012] Figure 1 illustrates a high level overview of a system ~~400~~ for performing some embodiments of the present invention. As illustrated in Figure 1, an interpolation manager 101 constructs multiple motion compensated interpolated frames 103 between two existing frames 105. It is to be understood that although the interpolation manager 101 is illustrated as a single entity, as the term is used herein an interpolation manager 101 refers to a collection of functionalities which can be implemented as software, hardware, firmware or any combination of the three. Where an interpolation manager 101 is implemented as software, it can be implemented as a standalone program, but can also be implemented in other ways, for example as part of a larger program, as a plurality of separate programs, or as one or more statically or dynamically linked libraries.

**[0013]** Figure 1 illustrates the interpolation manager 101 constructing 3 interpolated frames 103 between existing frames 1 and 2. Of course, 3 is only an example of a number of interpolated frames 103 that the interpolation manager 101 can construct. It is to be understood that the interpolation manager 101 can construct any integer N interpolated frames 103, wherein N is greater than 1. The specific number of interpolated frames 103 to construct in a given embodiment is a design parameter.